

DOS	SYS	039	
DUP	SYS	042	
BAADECODASM		016	
BAADEF	ASM	009	
BAA	ASM	002	
BAAIO	ASM	002	
BAAGETF	ASM	005	
BAA	PRT	134	
XPAD		011	
XPADREV	001	006	
XPADREV	LST	005	
WOLF	PIC	012	
CAT	PIC	013	
PETER	PIC	007	
BIRD	PIC	006	
HUNTERS	PIC	012	
HUNT	PIC	012	
BAA1	OBJ	003	
BAA	OBJ	003	
AUTORUN	SYS	046	

322 FREE SECTORS

Parts of the Koala decoding and moving routines
These routines decode a Koala disk image, Reconstruct the image and move it to the screen.

Printer file of decoding program

BASIC program that calls BAA to put picture on screen
To use, insert statement FILE\$ = "D:Filename" : GOSUB PAD

Pictures from Peter + the Wolf by Richard + Carolyn Pugh

automatically jumps to BASIC
Returns to Dos after loading
Combination of BAA.OBJ and Screen.II from Macrotronix

The stuff on this disk makes it possible to dump an image (printed with the Micro Illustrator or Atari Artist software and the Koala on Atari graphics tablet) to an Epson printer using the Macrotronix Screen Dump program and cable.

The Autorun file contains the Macrotronix Screen.II program appended to a ~~main~~ routine to fetch a Koala image from disk. A short BASIC program such as XPADREV.001 can then be used to fetch the image and pressing CTRL P will dump it to the printer.

To use:

- ① Hook up the special cable to the parallel ports 3+4.
- ② Boot this disk + answer 3 (Epson) to the Which Printer Question
- ③ Load XPADREV.001.
- ④ Add some statements to tell the program what file you want.
e.g. FILE\$ = "D:Filename" : GOSUB PAD
30 GOTO 30 (loop to keep picture on screen)
- ⑤ Run the program
- ⑥ Press CTRL P to dump the image to the printer